IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended)   A gaming machine comprising:

data reading means for reading character data from at least one inserted trading card under control of a CPU; and

payout means for paying out at least one reward trading card under control of the CPU,

wherein the at least one reward trading card stores updated character data on a basis of both a status of a game and the character data read by the data reading means, the status is the prescribed conditions that are satisfied in the game.

2. (Original)   The gaming machine according to claim 1, wherein the payout means pays out the at least one inserted trading card as the at least one reward trading card.

3. (Original)   The gaming machine according to claim 1, wherein the payout means includes writing means for writing the updated character data in the at least one reward trading card.

4. (Canceled)

5. (Original)   The gaming machine according to claim 1, wherein the character data includes capability and attribute values.

6. (Original)   The gaming machine according to claim 1, wherein the payout means includes printing means for printing an image on a surface of the at least one reward trading card.

7. (Currently Amended)   A gaming machine comprising:

a card reader which reads character data from at least one inserted trading

card; a card writer which writes updated character data on at least one reward trading card; and

a controller which executes a predetermined computer program, the controller being connected to the card reader and the card writer,

wherein the controller causes the card reader to read the character data from the at least one inserted trading card, causes a game to advance on a basis of the character data read by the card reader, and causes the card writer to write the updated character data on a basis of both a status of the game and the character data read by the card reader, the status is the prescribed conditions that are satisfied in the game.

8. (Currently Amended)   A method for controlling a gaming machine including a card reader and a card writer, comprising:

reading character data from at least one inserted trading card;

advancing a game based on the character data; and

writing updated character data to at least one reward trading card, the updated character data being on a basis of both a status of the game and the read character data read by the card reader, the status is the prescribed conditions that are satisfied in the game.